

Week 1 — Challenge Card

Chase the Pizza — Level Up

Finished the tutorial? Don't stop. Pick one.

Starter

- ☒ Change your character to a different sprite
 - ☒ Make the pizza a different food
 - ☒ Change the background
 - ☒ Make your character move **faster**
 - ☒ Change the score so each pizza is worth **5 points** instead of 1
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Builder

- ☒ Add a **countdown timer** so the game ends after 30 seconds
 - ☒ Add a **second** food that's worth more points
 - ☒ Add a sound when you score
 - ☒ Make the pizza appear in a random spot every time
 - ☒ Add a food that makes you **lose** points
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Extender

- ☒ Switch the editor from **Blocks** to **JavaScript** (dropdown at the top)
 - ☒ Find the line that controls your speed. Change it in code, not blocks
 - ☒ Add a second player on the same keyboard
 - ☒ Make the game get faster the longer you survive
 - ☒ Explain to your partner what a `sprite` actually is
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Stuck? Good. Ask your partner first, then me.

Teacher notes

Print 4–6 copies and leave them on the tables. Students self-select. Do not assign tiers out loud — the grades below are for you, not for them.

The Blocks → **JavaScript toggle is the most important item on this card.** It is the mechanism that lets a 5th grader and a 10th grader work on the identical project without either one feeling babied or lost. Point it out to your fast finishers explicitly; most won't discover it on their own.

If everyone is flying through it: ask the whole room, "*Can you make the game impossible to lose?*" then "*Now can you make it impossible to win?*" Making something deliberately broken requires understanding it better than making it work.

If most students are struggling: stop the class, put the tutorial on the projector, and do the next two steps together. Losing four minutes of build time is much cheaper than losing half the room.